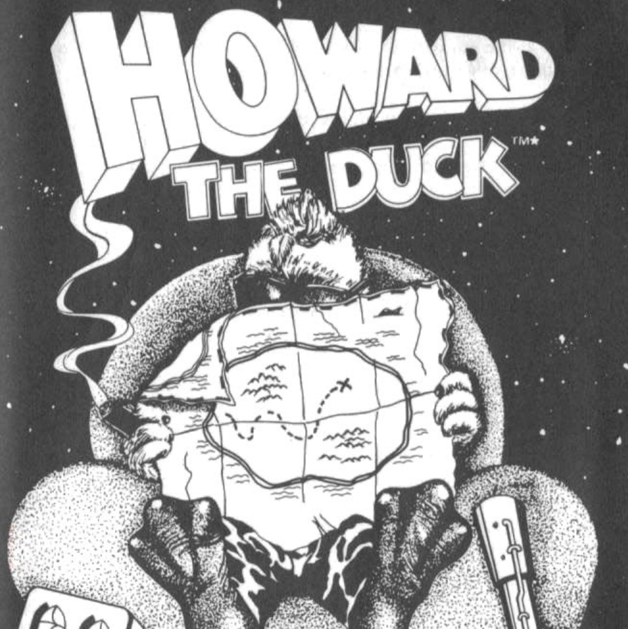
Rescuer's Handbook

For Amstrad CPC cassette & disk,
ZX Spectrum 48K/128K/+, and MSX I and II cassette



Adventure on Volcano Island™

ACTIVISION
ENTERTAINMENT SOFTWARE

Howard the Duck: Adventure on Volcano Island
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A Software Studios Production

Where'd Everybody Go?

They were right here a minute ago. Beverly. And Phil. You were all dancing. Yeah, that's it. Dancing...To the radical sounds of the Cherry Bombs.

But now everybody's gone. And you, Howard. Where are you? Why is it you seem to have floated down to some volcanic island somewhere in the middle of nowhere? Or everywhere?

It's all starting to make sense....Your best friends gone....Volcano Island....The Dark Overlord!

That's it! The Dark Overlord has kidnapped Beverly and Phil and brought them to this volcanic island. 'Cause he's hooked on thermal energy–needs to tap into it constantly to maintain his power.

You know that *he* knows that you're the only one who can foil his plans to take over the earth. But he thinks he can turn you into duck soup—to make the world his oyster.

What he *doesn't* know is that you're a Quack Fu Master, an avid Ultralight flyer, and a whiz with a Neutron Disintegrator.

So take him up on his challenge. And show the Dark Overlord that his treacherous plan isn't all it's quacked up to be.

Gearing Up

To begin your risky rescue mission, first make sure that all of your equipment is in order. To start your *Adventure on Volcano Island* you'll need your Computer, so we'll start with that. Follow only instructions 1, 2, 3, 4, 5, 6 or 7 below according to your Computer system and version of *Howard The Duck*. Please follow these instructions *carefully*:.

1. **To load Howard The Duck on CASSETTE on a Sinclair Spectrum (48k) or Sinclair Spectrum +**
   a) Set-up your computer system as detailed in the handbooks that accompany your computer hardware.
   b) Connect your data cassette recorder to your Spectrum computer in the usual manner. If you wish to use a joystick, insert the necessary interfaces now. (See *Joystick Notes* below for details of compatible joysticks).
   c) Switch your TV/monitor and Computer ON.
   d) Insert your *Howard The Duck* cassette into your data cassette recorder. Ensure that it is fully rewound.
   e) Type the following on the computer keyboard:
   LOAD "" then press the ENTER key
   f) Press the PLAY key on the data cassette recorder
   g) See item 8 below

2. **To load Howard The Duck on CASSETTE on a Sinclair Spectrum 128**
   a) Follow items 1a) – 1d) as above
   b) From the "Menu" on screen, select 48K BASIC
   c) Type the following on the computer keyboard:
   LOAD "" then press the ENTER key
   d) Press the PLAY key on the data cassette recorder
   e) See item 8 below

3. **To load Howard The Duck on CASSETTE on a Sinclair Spectrum +2**
   a) Set-up your computer system as detailed in the handbooks that accompany your computer hardware.
   b) If you wish to use a joystick, insert the Spectrum +2 joystick into joystick port 1.
   c) Switch your TV/monitor and Computer ON.
   d) Insert your *Howard The Duck* cassette into the Spectrum +2 cassette recorder. Ensure that the cassette is fully rewound.
   e) From the "Menu" on screen, select 48K BASIC
   f) Type the following on the computer keyboard:
   LOAD "" then press the ENTER key
   g) Press the PLAY key on the Spectrum +2 cassette recorder
   h) See item 8 below

4. **To load Howard The Duck on CASSETTE on an Amstrad CPC Computer**
   a) Set-up your computer system *for cassette usage* as detailed in the handbooks that accompany your computer hardware.
   b) *Remove any cartridges from the computer's cartridge slot. If you own a system that does not include a built-in disk drive. ENSURE that any disk drives are not connected to your computer.*
   c) Switch your TV/monitor and Computer ON.
   d) Insert your *Howard The Duck* cassette into the cassette recorder. Ensure that it is fully rewound.
   e) Press the CTRL and the small ENTER key simultaneously
   f) Press the PLAY key down on the cassette recorder
   g) See item 8 below

5. **To load Howard The Duck on DISKETTE on an Amstrad CPC Computer**
   a) Set-up your computer system *for diskette usage* as detailed in the handbooks that accompany your computer hardware.
   b) Remove any cartridges from the computer's cartridge slot and any diskettes that may be in the disk drive.

c) Switch your TV/monitor and Computer ON.
d) Insert your *Howard The Duck* diskette into the disk drive, label side UP.
e) Type the following on the computer keyboard:
RUN "DUCK then press the ENTER key
f) See item 8 below

6. **To load Howard The Duck on CASSETTE on an MSX1 Computer**
a) Set-up your computer system for *cassette usage* as detailed in the handbooks that accompany your computer hardware. Attach an MSX compatible cassette recorder to your system.
b) *Remove any cartridges from the computer's cartridge slot. ENSURE that any disk drives are not connected to your computer.*
c) Switch your TV/monitor and Computer ON.
d) Insert your *Howard The Duck* cassette into the cassette recorder. Ensure that it is fully rewound.
e) Type the following command on the computer keyboard:
BLOAD "CAS:",R then press the RETURN key
f) Press the PLAY key down on the cassette recorder
g) See item 8 below

7. **To load Howard The Duck on CASSETTE on an MSX2 Computer**
a) Set-up your computer system for *cassette usage* as detailed in the handbooks that accompany your computer hardware. Connect an MSX2 compatible cassette recorder to your computer.
b) *Remove any cartridges from the computer's cartridge slot. If you own a system that does not include a built-in disk drive. ENSURE that any disk drives are not connected to your computer.*
c) Switch your TV/monitor ON. Next hold down the SHIFT key whilst switching the Computer ON.
d) Follow items 6d) onwards, above

8. **Joystick notes/Game Loading Notes**
Howard the Duck: Adventure on Volcano Island will now load into your computer memory. The Amstrad cassette version will load in stages, and you will see a variety of flashing colours around the screen as loading occurs.

Joystick Interfaces that may be used by Spectrum owners to play *Howard The Duck* are Kempston, Interface II and cursor compatibles. Spectrum +2 users should use only the Spectrum +2 joystick supplied with the Spectrum +2.

Amstrad CPC owners may use any CPC compatible joysticks.

MSX owners may use any MSX compatible joysticks.

If you experience any difficulties whilst loading, switch your computer off and repeat the above instructions *carefully*. If you still have problems, consult the User handbook that accompanied your computer.

Off to A Running Start

Before you and Howard actually embark on this perilous adventure, there are a few formalities you'll have to address to get you started.

1. **Controlling Howard**
Howard's movements are listed throughout this *Rescuer's Handbook* as *JOYSTICK* controls. Players may prefer to use keyboard keys to control Howard, and these are listed against the equivalent joystick command below. Refer to this table when playing by keyboard. (Not applicable to Amstrad)

Joystick Control	**Spectrum Key**	**MSX Key (cursor keys)**
Joystick FORWARD	7 or ↑	↑
Joystick BACKWARD	6 or ↓	↓
Joystick LEFT	5 or ←	←
Joystick RIGHT	8 or →	→
Joystick BUTTON	Ø	SPACE

2. **Adventure Island: Function Keys**
The best part about exploring Volcano Island with Howard, is that you have a number of special choices at any time, and these are controlled by specified "Function Keys". These are listed below. Wherever you see a reference to a Function Key, see the list below to check which keyboard key controls that function on your computer.

Function	**Spectrum Key**	**Amstrad Key**	**MSX Key**
PAUSE GAME function	P	TAB	STOP
QUIT GAME function	Q	ESC	ESC

3. **Name Check**
Upon your screen will be the words "Howard the Duck", with a line of dots and a lsit of levels below. Using your computer keyboard, type your NAME. In fact, you can type any name you like, just so long as it's no more than 8 letters long. Then press the RETURN or ENTER key.

Cross This Bridge When You Come to It

Once you've successfully crossed the river and eliminated all the mutants on the sandy part of the island, you'll come to a hanging bridge.

Although it looks easy enough to cross, don't get too quacky. Molten rocks will come hurtling towards you from the active volcano.

To dodge the rocks, try to stay to the far right or left side of the bridge.

The last mutant mound. Once you get across the bridge, you'll see yet another mutant mound. But take heart. It's the last one. And if you manage to stomp it out, it'll be the last you'll see of the mutants. Until you play another game.

Now What?

What happens next? Well, it all depends on which level you're playing (For more details on the differences between levels, see the "Difficulty Comparison Chart").

If you're playing NOVICE, you'll be awarded either the *Recruit* or *Apprentice* medal (depending on how much time you had left) and given the chance to play another game. Why not risk the next level this time?

If you're playing INTERMEDIATE, you'll be given an Ultralight flyer and you must try to make it to the top of the volcano (more on how to do this in the next section).

Once you make it to the top of the volcano in your Ultralight, you'll be awarded either the *Ensign* or *Lieutenant* medal (depending on how much time you had left) and given the chance to play another game.

If you're playing ADVANCED or EXPERT, you'll be given an Ultralight flyer and you must try to make it to the top of the volcano.

If you make it to the top. Howard will automatically parachute down into the volcano. Then by ducking energy bolts and manoeuvering between the holes the stalactites are making, you'll meet bill-to-bill with the Dark Overlord (more on how to do all this in the next sections).

ADVANCED players who knock off the Dark Overlord are awarded either the *Commander* or *Captain* medal. EXPERT players who polish him off are awarded the *Commodore* or *Admiral* medal. *Admiral* is the highest ranking.

Flying the Ultralight

Pull back on the joystick to climb, push it forward to dive, and right and left to bank and turn. The winds over Volcano Island are amazingly strong. Avoid flying directly into the thermal riptides by moving the Ultralight up toward the top of the volcano.

Inside the Volcano

You're inside the volcano. And the Dark Overlord couldn't be happier. Because he thinks it's open season for ducks. And maybe it is.

Stalactites and Holes. First you must dodge falling stalactites and the holes they're making.

Energy Bolts. Those long, thin, nasty-looking things coming at you? They're energy bolts. And they're being hurled at you by none other that your good buddy, the Dark Overlord.

Each energy bolt is loaded with enough negative zappage to kill a dragon, let alone a duck.

To avoid energy bolts, move Howard up or down, depending on the position of the energy bolts. And avoid those holes while getting into position to fire at the Dark Overlord.

Putting One Over on the Dark Overlord

Once you get all the way to the right side of the volcanic cavern, you'll be in a perfect position to put the Dark Overlord out of commission.

Face Howard directly to the right, pull out the old Neutron Disintegrator, and fire.

To fire at the Dark Overlord, simultaneously press the joystick button and move the joystick to the right.

Keep those shots coming – if you hit him enough times the evil Overlord will disappear.

You've done it! Well, almost. You still have to shut down the volcano before time runs out.

To shut down the volcano, walk Howard underneath the lever and, by pressing the joystick button, have Howard jump up and pull down on the lever.

If you manage this last move, everything's just ducky. Howard will rush off to rescue Beverly and Phil, and you'll receive your medal and see your score.

If you lose, you'll see that your adventures with Howard are "To Be Continued"—so start over and take another quack at it.

Difficulty Comparison Chart

ACTIVITY	NOVICE	INTER-MEDIATE	ADVANCED	EXPERT
Number of lives	255	3	3	3
Mutant spin time	long	short	short	short
Length of time for mutants to reappear	slow	medium	fast	faster
Number of kicks to do in a mutant	2	2	2	3
Number of punches to spin mutant	1	1	2	2
You're awarded a medal when you make Howard...	cross the bridge	fly to top of volcano	dispatch the Overlord	dispatch the Overlord
Rankings				
3 min or less left	Recruit	Ensign	Commander	Commodore
3 min or more left	Apprentice	Lieutenant	Captain	Admiral

The time remaining when you complete the adventure is your score.

4. **Difficulty Decision**

Beneath your name, you'll see four levels. These are, in order of difficulty, NOVICE, INTERMEDIATE, ADVANCED, EXPERT. Move the joystick forward or backward now, and you'll see that one of the four levels is highlighted in a different colour. Ensure the level you want to play next is highlighted. (If this is your first time on Volcano Island, Howard would prefer you to select NOVICE right now, until the two of you get to know each other a little better).

5. **Here's Howard**

At last! You get to meet your companion on Volcano Island – Howard. That's him... parachuting down onto the Island and ready for action...

Notice at the bottom of the screen some numbers – that's the Island clock, showing just how much time you've got left before... the Volcano erupts! Right now you must help Howard find his trusty backpack, deal with a flock of mutant thugs and eventually defeat the Dark Overlord and rescue Beverly and Phil from *inside* the Volcano!

Move Howard up, down, left or right by moving the joystick up, down, left or right. Easy eh? To make him jump, press the joystick button. Good. Now let's find out what this Island is all about...

Negotiating Mutant Slime

Pretty soon on your adventure with Howard, you'll come across some slippery, slimy stuff which Howard can't seem to get over. This is *Mutant Slime!* It's a gruesome as it sounds, and there is only one way over it – a running jump. Move Howard away from the slime, then move him quickly back toward it. Once at the edge of the slime, press the joystick button. No luck? Try a longer run up. Practice makes perfect. If you're still stuck, try running Howard around in a circle to get up speed.

Snatch That Backpack

You've got to help Howard find his trusty *Backpack* else he's going to get nowhere even faster. Simply walk over it – that will activate it's scientific camouflage mechanism, which keeps him from being more conspicuous than he already is. Howard needs his backpack as it contains *a solar-powered jet pack* for crossing channels, *an Ultralight flyer* for reaching the top of the volcanic mountain, and a *portable Neutron Disintegrator* which should help him when he confronts the Dark Overlord. Or so we hope!

Crossing the Channel

By this stage you won't be able to cross the channel unless you've found Howard's backpack as it contains the solar-powered jet pack – ideal for getting across the water. To activate the jet-pack, move Howard to the water's edge – you'll see him shaking as the jet-pack screams into life – then press and release the joystick button repeatedly. This operates the throttle on the pack. If you do this too fast you'll kill the throttle. Too slow, and you'll lose thrust. Beware, the current runs strong through the channel. If you get stuck, try moving Howard up or down, not just left or right.

MUTANT MANIACS

Those staring eyes – in the bushes – watching your every move. Mutants, waiting to pounce. Beware – they actually live underground, and will leap out and attack Howard as he moves around the island. Watch carefully, and you'll see them emerging from mounds in the ground. The best way to deal with them is the old Quack-Fu techniques, and then try to stamp their mounds shut before more can emerge to attack.

Quack FU is the art of the kick and the punch. *Kicking* a mutant will injure him and make him spin. Once he's spinning, you can knock him off the Island by kicking him again! Make Howard kick by holding the joystick button down, then moving the joystick in the direction you want to kick. You may also need to *Punch* a mutant – they're pretty tough you know. To punch, move the joystick in the direction you want to punch and press the joystick button.

If you're not fast enough with your Quack-Fu, you may find the Mutants manage to knock Howard off the Island, and send him spinning!

Keep a look out for the little mounds that the Mutants emerge from. Once you've found one, try stamping it closed. Howard can do this by jumping – press the joystick button to make Howard jump.